

6 Main Menu

This chapter describes the functions available from the Main Menu.



Figure 6-1
EnSight Main Menu

[Section 6.1](#) covers those functions available from the File button.

[Section 6.2](#) covers those functions available from the Edit button.

[Section 6.3](#) covers those functions available from the Query button.

[Section 6.4](#) covers those functions available from the View button.

[Section 6.5](#) covers those functions available from the Tools button.

[Section 6.6](#) covers those functions available from the Prefs button.

[Section 6.7](#) covers those functions available from the Case button.

[Section 6.8](#) covers those functions available from the Help button.

6.1 File Menu Functions

Clicking the File button in the Main Menu opens a pull-down menu which provides access to capabilities which enable you to record and play command files, connect the EnSight Client process to an EnSight Server process, read data into the EnSight Server, load parts, print and save images, save and restore an archive file, and quit from EnSight.

File Pull-down Menu

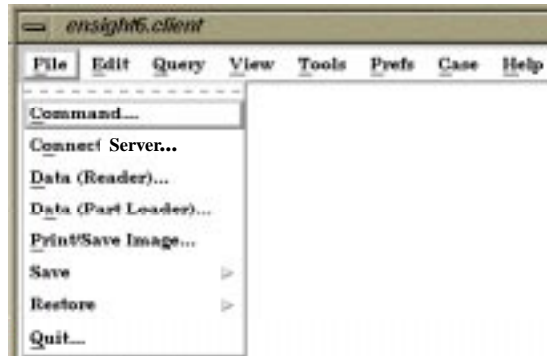


Figure 6-2
File pull-down menu

- | | |
|---------------------------|---|
| <i>Command</i> | <p>Opens the Command dialog which is used to record and play Command Files
Access: Main Menu > Command...</p> <p>(see Section 2.3, Command Files and How To Record and Play Command Files)</p> |
| <i>Connect Server</i> | <p>Opens the Connect Server dialog which is used to perform an Auto or Manual connection from the EnSight Client process to an EnSight Server process.
Access: Main Menu > Connect...</p> <p>For a complete description of the Connection process:</p> <p>(see How To Connect Automatically)</p> |
| <i>Data (Reader)</i> | <p>Opens the File Selection dialog which is used to specify files you wish to read into EnSight.
Access: Main Menu > Data (Reader)...</p> <p>(see Section 2.2, Reading & Loading Data and How To Read Data)</p> |
| <i>Data (Part Loader)</i> | <p>Opens the Data Part Loader dialog which is used to load parts into EnSight.
Access: Main Menu > Data (Part Loader)...</p> <p>(see Section 2.2, Reading & Loading Data and How To Read Data)</p> |
| <i>Print/Save Image</i> | <p>Opens the Print/Save Image dialog which is used to print or save images from EnSight.
Access: Main Menu > Print/Save Image...</p> <p>(see Section 2.4, Saving and Archiving and How To Print/Save an Image)</p> |

<i>Save</i>	<p>Opens a pull-down menu which allows you to choose between the following Save options: Full Backup or Geometric Entities.</p> <p>Access: Main Menu > Save</p>
<i>Full Backup</i>	<p>Opens the Save Full Backup Archive dialog which is used to save an entire session as an Archive file which can later be used to restore EnSight to the same condition present when the Archive file was made.</p> <p>Access: Main Menu > Save > Full Backup</p> <p>(see Section 2.4, Saving and Archiving and How To Save and Restore an Archive)</p>
<i>Geometric Entities</i>	<p>Opens the Save Geometric Entities Dialog which is used to save geometric information from EnSight, either EnSight or VRML format.</p> <p>Access: Main Menu > Save > Geometric Entities</p> <p>(see Section 2.4, Saving and Archiving and How To Save Geometric Entities)</p>
<i>Restore</i>	<p>Opens the Restore Full Backup dialog which is used to read and restore a previously stored archive file.</p> <p>Access: Main Menu > Command...</p> <p>(see Section 2.4, Saving and Archiving and How To Save and Restore an Archive)</p>
<i>Quit</i>	<p>Opens the Quit Confirmation dialog which allows you to save a command file or/and an archive file before exiting EnSight.</p> <p>Access: Main Menu > Quit...</p> <p>(see Section 2.4, Saving and Archiving)</p>

6.2 Edit Menu Functions

Clicking the Edit button in the Main Menu opens a pull-down menu which provides access to the following features:

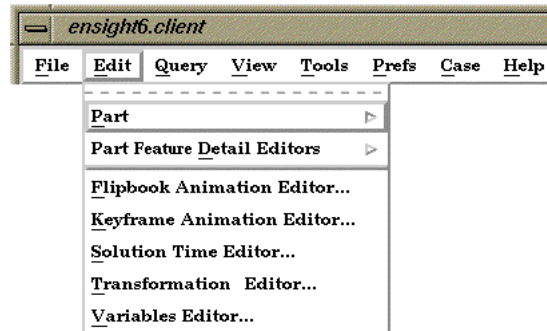


Figure 6-3
Edit pull-down menu

Part

Opens a pull-down menu which allows you to choose between the following part operations:

- Select All (see [Section 3.4, Part Operations](#) and [How To Select Parts](#))
- Select ... (see [Section 3.4, Part Operations](#) and [How To Select Parts](#))
- Delete (see [Section 3.4, Part Operations](#) and [How To Delete a Part](#))
- Copy (see [Section 3.4, Part Operations](#) and [How To Copy a Part](#))
- Group & Ungroup (see [Section 3.4, Part Operations](#) and [How To Group Parts](#))
- Cut & Split (see [Section 3.4, Part Operations](#) and [How To Cut Parts](#))
- Cut & Remove (see [Section 3.4, Part Operations](#) and [How To Cut Parts](#))
- Extract (see [Section 3.4, Part Operations](#) and [How To Extract Part Representations](#))
- Merge (see [Section 3.4, Part Operations](#) and [How To Merge Parts](#))

Access: Main Menu > Edit > Part

Part Feature Detail Editors

Opens a pull-down menu which allows you to choose between the following options to open the Feature Detail Editor :

- Selected Part Type (see [Section 3.1, Part Overview](#) and [Introduction to Part Creation](#))
- Contours (see [Section 3.3, Part Editing](#), [Section 7.2, Contour Create/Update](#), and [How To Create Contours](#))
- Clips (see [Section 3.3, Part Editing](#), [Section 7.5, Clip Create/Update](#), [How To Create Line Clips](#), [How To Create Plane Clips](#), [How To Create Quadric Clips](#), and [How To Create IJK Clips](#))
- Developed Surfaces (see [Section 3.3, Part Editing](#), [Section 7.9, Developed Surface Create/Update](#), and [How to Create Developed Surfaces](#))
- Elevated Surfaces (see [Section 3.3, Part Editing](#), [Section 7.7, Elevated](#))

- Isosurfaces [\(see Section 3.3, Part Editing, Section 7.3, Isosurface Create/Update, and How to Create Isosurfaces\)](#)
- Model Parts [\(see Section 3.3, Part Editing and Introduction to Part Creation\)](#)
- Particle Traces [\(see Section 3.3, Part Editing, Section 7.4, Particle Trace Create/Update, and How to Create Particle Traces\)](#)
- Profiles [\(see Section 3.3, Part Editing, Section 7.8, Profile Create/Update, and How to Create Profile Plots\)](#)
- Subset Parts [\(see Section 3.3, Part Editing, Section 7.16, Subset Parts Create/Update, and How to Create Subset Parts\)](#)
- Vector Arrows [\(see Section 3.3, Part Editing, Section 7.6, Vector Arrow Create/Update, and How to Create Vector Arrows\)](#)

Access: Main Menu > Edit > Part Feature Detail Editors...

Flipbook Animation Editor

Opens the Flipbook Animation editor in the Quick Interaction Area which is used to create, save, and restore Flipbook Animation sequences.

Access: Main Menu > Edit > Flipbook Animation Editor...

[\(see Section 7.14, Flipbook Animation and How To Create a Flipbook Animation\)](#)

Keyframe Animation Editor

Opens the Keyframe Animation editor in the Quick Interaction Area which is used to create, save, and restore Keyframe Animation sequences.

Access: Main Menu > Edit > Keyframe Animation Editor...

[\(see Section 7.15, Keyframe Animation and How To Create a Keyframe Animation\)](#)

Solution Time Editor

Opens the Solution Time Editor in the Quick Interaction Area which is used to specify the currently displayed time step in a transient dataset.

Access: Main Menu > Edit > Solution Time Editor...

[\(see Section 7.13, Solution Time and How To Animate Transient Data\)](#)

Transformation Editor

Opens the Transformation Editor dialog which is used to precisely position parts, frames, and tools in the Graphics Window and to Save and Restore Views.

Access: Main Menu > Edit > Transformation Editor...

[\(see Chapter 9, Transformation Control\)](#)

Variables Editor

Opens the Feature Detail Editor (Variables) dialog which is used to obtain information about variables, change the information, and to create new variables.

Access: Main Menu > Edit > Variables Editor...

[\(see Chapter 4, Variables\)](#)

6.3 Query Menu Functions

Clicking the Query button in the Main Menu opens a pull-down menu which provides access to the following features:

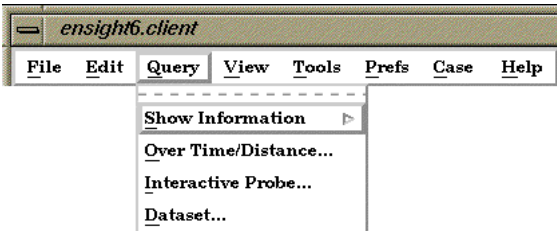


Figure 6-4
Query pull-down menu

EnSight provides several ways to examine information about variable values. You can, of course, visualize variable values with fringes, contours, vector arrows, profiles, isosurfaces, etc. Only parts with data residing on the Server host system may be queried. Thus, parts that reside exclusively on the Client host system (i.e. contours, particle traces, profiles, vector arrows) may NOT be queried.

(see [Table 3–2 Part Creation and Data Location](#))

Show Information

Opens the following pull-down menu:



Figure 6-5
Show Information pull-down menu

Access: Main Menu > Query > Show Information
(see [How To Get Point, Node, Element and Part Information](#))

Point

Provides the following information in the Status History Area about a Point inside of the selected Part(s) who's position you have specified with the cursor tool:
x,y,z coordinates, Frame assignment of Point, the Part that the Point is found in, the closest Node to the Point, and the specified Variable value at the Point

Access: Main Menu > Query > Show Information > Point
(see [How To Get Point, Node, Element and Part Information](#) and [How To Use the Cursor \(Point\) Tool](#))

Node

Opens the Query Prompt dialog which is used to specify Node ID number.

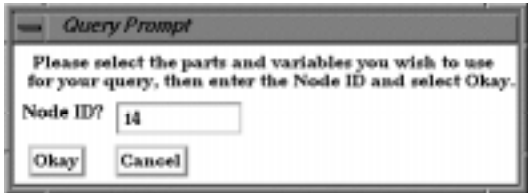


Figure 6-6
Query Prompt dialog

When Okay button is pressed, the following information about the specified Node is shown in the Status History Area:

x,y,z coordinates, Frame assignment of Node, the Part that the Node is found in, and the specified Variable value at the Node

Access: Main Menu > Query > Show Information > Node...

(see [How To Get Point, Node, Element and Part Information](#))

IJK

Opens the Query Prompt dialog which is used to specify IJK values.

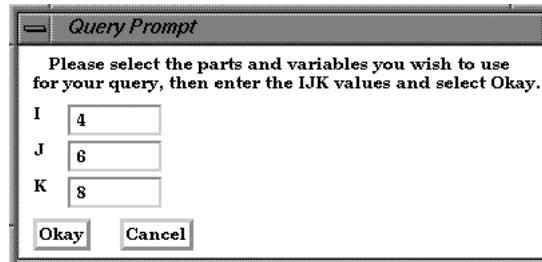


Figure 6-7

Query Prompt for IJK Values

When Okay button is pressed, the following information about the Node specified by the IJK values is shown in the Status History Area:

Node ID, Part in which the Node is located, x,y,z coordinates of the Node, Frame assignment of the Node, and the specified Variable value at the Node.

Access: Main Menu > Query > Show Information > IJK...

(see [How To Get Point, Node, Element and Part Information](#))

Element

Opens the Query Prompt for Element ID.

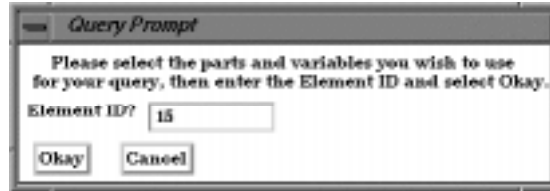


Figure 6-8

Query Prompt for Element ID

When Okay button is pressed, the following information about the Element is shown in the Status History Area:

Part in which Element is located, Type of Element, IJK bounds (if a structured mesh), Number of Nodes, Node ID numbers, information on neighboring Elements, and the specified Variable value at the Element.

Access: Main Menu > Query > Show Information > Element...

(see [How To Get Point, Node, Element and Part Information](#))

Part

Causes the following information about the Part to be shown in the Status History Area:

Part type (structured or unstructured), number of Nodes in Part, minimum and maximum x,y,z coordinates, Element type, and the number of Elements.

Access: Main Menu > Query > Show Information > Part

(see [How To Get Point, Node, Element and Part Information](#))

Over Time/Distance

Opens the Query/Plot Editor in the Quick Interaction Area which is used to obtain information about variables and to create plots of the information.

Access: Main Menu > Query > Over Time/Distance...

(see [Section 7.11, Query/Plot, How To Query over Time, How To Query Over Distance](#))

6.3 Query Menu Functions

Interactive Probe

Opens the Interactive Probe Query Editor in the Quick Interaction Area which is used to obtain information interactively about variables.

Access: Main Menu > Query > Interactive Probe...

(see [Section 7.12, Interactive Probe Query](#) and [How To Probe Interactively](#))

Dataset

Opens the Query Dataset dialog which is used to obtain information about datasets for the selected case.

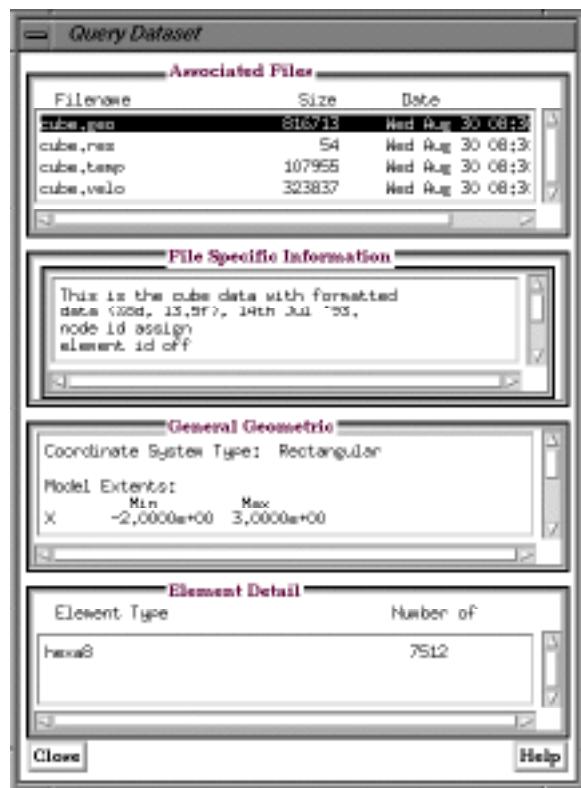


Figure 6-9
Query Dataset dialog

For the specified file, specific, general and detail information is provided.

Access: Main Menu > Query > Dataset...

(see [Section 7.11, Query/Plot](#) and [How To Query Datasets](#))

6.4 View Menu Functions

Clicking the View button in the Main Menu opens a pull-down menu which provides access to the following features:

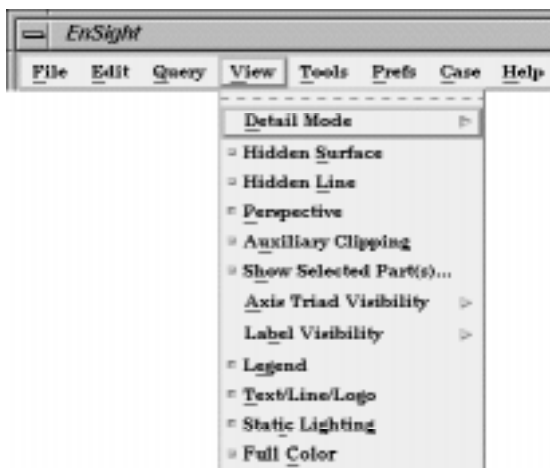


Figure 6-10
View pull-down menu

Detail Mode

Opens a pull down menu which allows you to display *all* parts as bounding boxes. The Detail Mode Icon in the View Mode Icon Bar opens the same pull-down dialog.

Access: Main Menu > View > Detail Mode

By default, EnSight displays all of the lines and elements for each part every time the Main View window redraws. If you have very large models (or if you have slow graphics hardware), each redraw can take significant time. As a result, interactive transformations become jerky and lag behind the motion of the mouse. Ironically, the slower the graphics performance, the harder it is to perform precise interactive transformations. To avoid this problem, you can tell EnSight to show a lesser detailed part representation, i.e, a bounding box surrounding each Part, or the Part as a point cloud. You can select to show the detail representation all the time, or only while you are performing transformations. This obviously displays much less information, but may be sufficient if you want to rotate a very large model.

A lesser detail display is also useful when experimenting with keyframe-animation rates. Using lesser detail, the display rate can be adjusted to approximate the video rate, thus you can see how your scene will transform on the video tape

Off

This, the default setting, displays all lines and elements of *all* visible parts.

Access: Main Menu > View > Detail Mode > Off
or View Mode Icon Bar: Detail Mode Pulldown > Off

Dynamic Box

This mode displays a bounding box in place of each visible part during transformations, but displays the parts in the “normal” representation when not doing transformations.

Access: Main Menu > View > Detail Mode > Dynamic Box
or View Mode Icon Bar: Detail Mode Pulldown > Dynamic Box

Static Box

This mode displays a bounding box in place of each visible part at all times.

Access: Main Menu > View > Detail Mode > Static Box
or View Mode Icon Bar: Detail Mode Pulldown > Static Box

Hidden Surface Toggle

Toggles the *Global* Hidden Surface mode for parts on and off. (The Hidden Surface Toggle in the View Mode Icon Bar performs the same action.) EnSight by default displays parts in line mode. Hidden Surface mode displays parts in a more realistic manner by making hidden surfaces invisible while shading visible surfaces according to specified lighting parameters. Parts in Hidden Surface mode require more time to redraw than when in line mode, so you may wish to first set up the Graphics Window as you want it, then turn on Hidden Surfaces to see the final result.

Access: EnSight dialog > View > Hidden Surface
or View Mode Icon Bar: Hidden Surface Toggle
(see [Section 8.1, View Mode](#) and [How To Set Drawing Style](#))

Troubleshooting Hidden Surfaces and Shading

Problem	Probable Causes	Solutions
Main View shows line drawing after turning on Hidden Surface.	Hidden Surface is toggled off for each individual part.	Toggle Hidden Surface on for individual parts with the Hidden Surface Icon in Part Mode or in the Feature Detail Editor dialog.
	There are no surfaces to shade—all parts have only lines.	If parts are currently in Feature Angle representation, change the representation. If model only has lines, you can not display shaded images.
	The element visibility attributes has been toggled off for the part(s).	Toggle the element visibility on for individual parts in the Feature Detail Editor dialog.

Hidden Line Toggle

Toggles the global Hidden Line display for all parts on/off. (The Hidden Line Toggle icon in the View Mode Icon Bar performs the same action.) This simplifies a line drawing display by making hidden lines - lines behind surfaces - invisible while continuing to display other lines. Hidden Line can be combined with Hidden Surface to display both shaded surfaces and the edges of the visible surface elements. Hidden Line can be toggled on/off for individual parts by using the Hidden Line Toggle icon in the Part Mode Icon Bar.

To have lines hidden behind surfaces, you must have surfaces (2D elements). If the representation of the in-front parts consists of 1D elements, the display is the same whether or not you have Hidden Lines mode toggled-on. During interactive transformations, the display reverts to displaying all lines. When you release the mouse button, the Main View display automatically resumes Hidden Line mode. The Hidden line option will not be active during playback of flipbook animations.

Access: Main Menu > View > Hidden Line
or View Mode Icon Bar: Hidden Line Toggle
(see [Section 8.1, View Mode](#) and [How To Set Drawing Style](#))

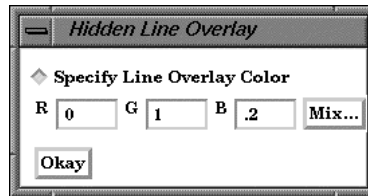
Hidden Line Overlay dialog

Figure 6-11
Hidden Line Overlay dialog

If you combine Hidden Surface mode with Hidden Line mode, the lines overlay the surfaces. The Hidden Line Overlay dialog will pop-up on the screen if the Hidden Surface option is currently on and you then turn the Hidden Line option on. From this dialog you specify a color for the displayed lines (you do not want to use the same color as the surfaces since they then will be indistinguishable from the surfaces). The default is the part-color of each part, which may be appropriate if the surfaces are colored by a color palette instead of their part-color.

- | | |
|-----------------|--|
| Specify Overlay | Toggle-on if you want to specify an overlay color. If off, the overlay line color will be the same as the part color. |
| R, G, B | The red, green, and blue components of the hidden line overlay. These fields will not be accessible unless the Specify Overlay option is on. |
| Mix... | Click to interactively specify the constant color used for the hidden line overlay using the Color Selector dialog.
(see Section 7.1, Color and How To Change Color) |
| Okay | Click to accept the hidden line overlay color options. |

*Perspective
(Global)Toggle*

Toggles the view within each of the viewports within the Graphics Window between a perspective view (the default) and an orthographic projection. *Perspective* is what gives you the sense of depth when viewing a three dimensional scene on a two dimensional surface. Objects that are far away look smaller and parallel lines seem to meet at infinity. *Orthographic projection* removes the sense of depth in a scene. Lines that are parallel will never meet and objects of the same size all appear the same no matter how far away they are from you. Orthographic projection mode often helps when you are positioning the Cursor, Line, and Plane tools using multiple viewports. This is the Global toggle. Each viewport also has a Perspective Toggle.

Access: Main Menu > View > Perspective

(see [Section 8.3, VPort Mode](#) and see [How To Set Global Viewing](#))

*Auxiliary Clipping
Global Toggle*

Toggles the Auxiliary Clipping feature on/off. (Default is Off). The Auxiliary Clipping Global Toggle icon in the View Mode Icon Bar performs the same action. Like a Z-Clip plane, Auxiliary Clipping cuts-away a portion of the model. When Auxiliary Clipping is On, Parts (or portions of Parts) located on the back (negative-Z) side of the Plane Tool are removed. Parts whose Clip attribute you have toggled off (in the General Attributes section of the Feature Detail Editor dialog or with the Auxiliary Clipping Toggle Icon in the Part Mode Icon Bar) remain unaffected.

Auxiliary Clipping is interactive—the view updates in real time as you move the Plane Tool around

(see [Section 6.5, Tools Menu Functions](#) and [How To Use the Plane Tool](#)).

Unlike a Z-Clip plane, Auxiliary Clipping applies only to the parts you specify, and the plane can be located anywhere with any orientation though it is always infinite in extent (see [Section 9.5, Z-Clip](#) and [How To Set Z Clipping](#)).

Auxiliary Clipping is helpful, for example, with internal flow problems since you can “peel” off the outside parts and look inside. This capability is also often useful in animation.

The position of the Plane Tool and the status of Auxiliary Clipping is the same for all displayed viewports.

Do not confuse Auxiliary Clipping with a 2D-Clip plane, which is a created part whose geometry lies in a plane cutting through its parent parts or with the Part operation of cutting a part.

(see [Section 3.4, Part Operations](#), [How to Create Plane Clips](#), and [How To Cut a Part](#)).

Troubleshooting Auxiliary Clipping

Problem	Probable Causes	Solutions
The Plane Tool does not appear to clip anything	The Auxiliary Clipping toggle is off for all parts.	Turn the Auxiliary Clipping toggle on for individual parts in the Feature Detail Editor (Model) dialog General Attributes section.
	The Plane Tool is not intersecting the model	Change the position of the Plane Tool.
The Main View window shows nothing other than the Plane Tool after Clipping is toggled-on.	All of the part(s) is(are) on the back side of the Plane Tool and is(are) thus clipped	Change the position of the Plane Tool.
<i>Axis Triad Visibility</i>	Opens the pull-down menu which allows you to toggle on/off the visibility of the Global axis triad and the axis triads for all Frames.	
Frame Toggle	Toggles on/off (default is On) the display of all coordinate Frame axis triads. (The All Frame Axis Triad Visibility Toggle icon in the Frame Mode Icon Bar performs the same function.)The visibility of individual coordinate Frame axes can be selectively turned on/off by clicking on the Frame’s axis triad and then clicking on the Frame Axis Triad Visibility Toggle in the Frame Mode Icon Bar. Access: Main Menu > View > Axis Visibility > Axis - Local (see Section 8.6, Frame Mode)	
Global Toggle	Toggles on/off (default is Off) the display of the global coordinate frame axis. (The Global Axis Visibility Toggle icon in the Frame Mode Icon Bar performs the same function.)The global coordinate frame axis triad represents the Look-At Point. Access: Main Menu > View > Axis Visibility > Axis - Global (see Section 8.1, View Mode)	
<i>Label Visibility</i>	Opens the pull-down menu which allows you to toggle on/off the visibility of labels for Elements or Nodes.	

Element Labeling Toggle	<p>Toggles on/off (default is Off) the global visibility of labels (if they are available in the dataset) for elements in all parts. (The Element Label Toggle in the View Mode Icon Bar performs the same function.) Visibility of element labels for individual parts can be controlled in the Node, Element, and Line Attributes section of the Feature Detail Editor (Model).</p> <p>Access: Main Menu > View > Label Visibility > Element Labeling (see Section 8.1, View Mode)</p>
Node Labeling Toggle	<p>Toggles on/off (default is off) the global visibility of labels (if they are available in the dataset) for nodes in all parts. (The Node Label Toggle in the View Mode Icon Bar performs the same function). Visibility of node labels for individual parts can be controlled in the Node, Element, and Line Attributes section of the Feature Detail Editor (Model).</p> <p>Access: Main Menu > View > Label Visibility > Node Labeling (see Section 8.1, View Mode)</p>
Legend Toggle	<p>Toggles on/off (default is on) the global visibility of all legends. (the Legend Visibility Toggle Icon in the Annotation Mode Icon Bar performs the same function). Visibility of individual legends can be controlled by using the Show Legend button above the Feature Icon Bar. Clicking the Show Legend button will make visible only those legends for variables which are selected in the Variables List, and then only if Legend Visibility is toggled on. If a Legend has been made visible by selecting a variable and then clicking the Show Legend button, deselecting the variable and clicking the Show Legend button again will turn visibility off for that individual legend.</p> <p>Access: Main Menu > View > Legend (see Section 4.2, Variable Summary & Palette, Section 8.2, Annot Mode and How To Create Color Legends).</p>
Text/Line/Logo Toggle	<p>Toggles on/off global visibility for text strings and lines which have been created and logos which have been imported. (The Text/Line/Logo Visibility Icon in the Annotation Mode Icon Bar performs the same function). Visibility of individual Text strings, Lines, or Logos can be controlled by selecting the item while in Annotation Mode and clicking the Visibility Toggle in the Annotation Mode Icon Bar. While in Annot Mode, you will notice that the item does not disappear, but turns transparent. Such items will not appear in the Graphics Window in any Mode except Annotation Mode, and then only if global visibility has been turned on.</p> <p>Access: Main Menu > View > Text/Line/Logo (see Section 8.2, Annot Mode, How To Create Lines and Arrows, How To Create Text Annotation, and How To Load Custom Logos).</p>
Static Lighting	<p>Toggles on/off whether the light source moves as the model transforms, or instead remains stationary. Static lighting only affects shaded surfaces (i.e., Hidden Surfaces mode is toggled-on). When the Static Lighting option is <i>off</i> (the default), the light source remains fixed as you transform the model. Your graphics hardware performs the lighting calculations <i>each time the Graphics Window redraws</i>.</p> <p>When the Static Lighting option is on, the light source moves with the model (it is the lighting <i>of the model</i> that remains “static”). EnSight performs the lighting equations <i>once</i>. This can greatly improve graphics performance, especially when color fringes are on in which case the performance boost may be as much as a factor of five. Also, memory requirements are somewhat less with Static Lighting, an important point to remember if you are loading flipbook animation pages as objects. However, keep in mind that this performance improvement comes at the cost of realism since the display’s lighting does not update when the scene moves.</p> <p>Access: Main Menu > View > Static Lighting</p>

Full Color

Toggles on/off double frame buffering. EnSight normally double buffers the Graphics Window to produce smoother motion but you can view your system's maximum number of simultaneous colors by toggling on Full Color (default is off). The number of colors your graphics hardware can display is determined by your choice of whether to use a *double frame buffer*. In double-buffering mode, EnSight redraws the Graphics Window in a *back-buffer*, then swaps its contents with the *front-buffer* (which is the buffer whose contents are actually displayed). This swap process is much faster than the draw process, resulting in smoother motion on the screen.

The disadvantage of double-buffering is that each buffer may have only half as much display memory as if you were instead to use a single-buffer, and the amount of available display memory is what limits the number of colors you can display.

The perceived severity of the disadvantage depends on how many colors you start with. An 8-bit system can display 256 colors simultaneously in single buffer mode, but double-buffering reduces the number of bits per pixel to 4, allowing the simultaneous display of only 16 colors. (Note that some systems referred to as 8-bit systems actually have 8-bits *per buffer*, and so can use double buffering without any penalty.) On the other hand, a 24-bit system capable of displaying over 16 million colors in single buffer mode is able to display 4096 colors in each of two 12-bit buffers.

Note that even a 16-color display is not as bad as you might expect as the graphics hardware performs some patterning (called *dithering*) with the available colors to make you perceive more colors than are really available.

When saving graphic images for printing, and when recording keyframe animation to a video recorder, you should toggle-on Full Color to use all available colors. On video or print media, the difference between 4096 and over 16 million colors is noticeable.

Access: Main Menu > View > Full Color

6.5 Tools Menu Functions

The Cursor, Line, Plane, and Quadric (cylinder, sphere, cone, and revolution) Tools in EnSight are used for a variety of tasks, such as: positioning of clipping planes and lines, query operations, particle trace emitters, etc. Collectively these tools are referred to as Positioning Tools. Clicking the Tools button in the Main Menu opens a pull-down menu which provides access to these features:

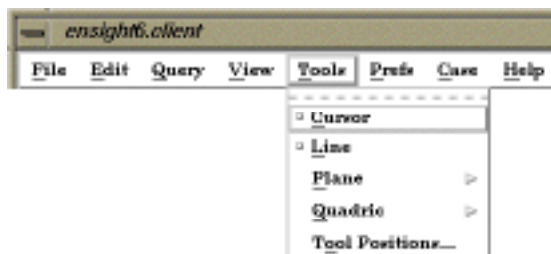


Figure 6-12
Tools pull-down menu

Cursor Tool Toggle

Makes the Cursor Tool visible/invisible in the Graphics Window. The Cursor Tool appears as a three-dimensional cross colored red, green, and blue. The red axis of the cross corresponds to the X axis direction for the currently selected Frame, while green matches the Y and blue matches up with the Z. The Cursor Tool is initially located at the Look-At point and may be repositioned interactively in the Graphics Window by selecting and dragging it or by selecting Pick Cursor Location from the Pick Pulldown Icon menu in the Part Mode Icon Bar. Alternatively, you can reposition it precisely by specifying coordinates in the Transformation Editor dialog (described in Tool Positions... Cursor Mode below).

Access: Main Menu > Tools > Cursor
(see [Section 8.4, Part Mode](#) and [How to Use the Cursor \(Point\) Tool](#))

Line Tool Toggle

Makes the Line Tool visible/invisible in the Graphics Window. The Line Tool appears as a white line with a cross at the center point. The Line Tool is initially centered about the Look-At point and sized so that it fills approximately 10% of the default view. You can change its length and orientation interactively in the Graphics Window by selecting one of its end points. You can reposition it interactively in the Graphics Window by selecting its center and dragging it or by selecting Pick Line Location from the Pick Pulldown Icon menu in the Part Mode Icon Bar. Alternatively, you can reposition it precisely by specifying coordinates in the Transformation Editor dialog (described in Tool Positions... Line Mode below).

Access: Main Menu > Tools > Line
(see [Section 8.4, Part Mode](#) and [How to Use the Line Tool](#))

Plane Tool

Opens a pull-down menu which allows you to make the Plane Tool visible and choose its appearance.

Access: Main Menu > Tools > Plane



Figure 6-13
Plane Tool pull-down menu

The Plane Tool is shown with an X, Y, Z axis system, is initially centered about the Look-At point, and lies in the X-Y plane. You can reposition it interactively in the Graphics Window by selecting its center point in the Graphics Window and dragging it or by selecting Pick Plane Location from the Pick Pulldown Icon menu in the Part Mode Icon

Bar. Alternatively, you can reposition it precisely by specifying coordinates in the Transformation Editor dialog (described in Tool Positions... Plane Mode below). You can change its orientation interactively in the Graphics Window by selecting the X, Y, or Z letters at the ends of the axes. You can resize the Plane Tool interactively in the Graphics Window by selecting the corner or the plane between the ends of the X and Y axes. (see [Section 8.4, Part Mode](#) and [How to Use the Plane Tool](#))

Line Toggle

Makes the Plane Tool visible/invisible in the Graphics Window as a line drawing consisting of a white square denoting the plane of orientation and an axis system emanating from the center point to show the X, Y, and Z directions for the plane.

Access: Main Menu > Tools > Plane > Line

Filled Toggle

Makes the Plane Tool visible/invisible in the Graphics Window as a line drawing consisting of a white square denoting the plane of orientation filled with a transparent surface and an axis system emanating from the center point to show the X, Y, and Z directions for the plane.

Access: Main Menu > Tools > Plane > Filled

Quadric

Opens a pull-down menu which allows you to choose one of the Quadric Tools and make it visible.

Access: Main Menu > Tools > Quadric

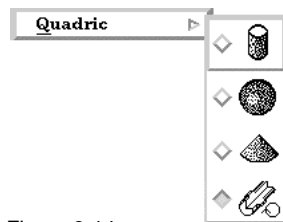


Figure 6-14
Quadric Tool pull-down menu

Cylinder Tool Toggle

Makes the Cylinder Tool visible/invisible in the Graphics Window. The Cylinder Tool appears as thick direction line with center point and a circle around the line at the mid and two end points. Thinner projection lines run parallel to the direction line through the three circles outlining the surface of the cylinder. The Cylinder Tool is initially centered about the Look-At point with the direction line pointing in the X direction. You can change its length and orientation interactively in the Graphics Window by selecting one of its end points. You can change its diameter by selecting the circle about the mid point. You can reposition it interactively in the Graphics Window by selecting its center or alternatively, you can reposition it precisely by specifying coordinates in the Transformation Editor dialog (described in Tool Positions... Quadric below).

Access: Main Menu > Tools > Quadric

(see [How to Use the Cylinder Tool](#))

Sphere Tool Toggle

Makes the Sphere Tool visible/invisible in the Graphics Window. The Sphere Tool appears as thick direction line with several circles outlining the sphere. The Sphere Tool is initially centered about the Look-At point with the direction line pointing in the X direction. You can change its radius and orientation interactively in the Graphics Window by selecting one of the thick direction line end points. You can reposition it interactively in the Graphics Window by selecting its center or alternatively, you can reposition it precisely by specifying coordinates in the Transformation Editor dialog (described in Tool Positions... Quadric below).

Access: Main Menu > Tools > Quadric

(see [How to Use the Sphere Tool](#))

**Cone Tool
Toggle**

Makes the Cone Tool visible/invisible in the Graphics Window. The Cone Tool appears as thick direction line with a circle at the end point. Thinner projection lines run from the beginning point to the circle at the end point outlining the surface of the cone. The Cone Tool is initially centered about the Look-At point with the direction line pointing in the X direction. You can change its length and orientation interactively in the Graphics Window by selecting one of the thick direction line end points. You can change its diameter by selecting the largest circle about the end point. You can reposition it interactively in the Graphics Window by selecting its center or alternatively, you can reposition it precisely by specifying coordinates in the Transformation Editor dialog (described in Tool Positions... Quadric below).

Access: Main Menu > Tools > Quadric
(see [How to Use the Cone Tool](#))

**Revolution Tool
Toggle**

Makes the Surface of Revolution Tool visible/invisible in the Graphics Window. The Revolution Tool appears as thick direction line with several circles outlining each user defined point along the tool. Thinner projection lines run through the circles to outline the revolution surface. The Revolution Tool is initially centered about the Look-At point with the direction line pointing in the X direction. You can change its length and orientation interactively in the Graphics Window by selecting one of the thick direction line end points. You can reposition it interactively in the Graphics Window by selecting its center or alternatively, you can reposition it precisely by specifying coordinates in the Transformation Editor dialog (described in Tool Positions... Quadric below).

Access: Main Menu > Tools > Quadric
(see [How to Use the Surface of Revolution Tool](#))

Tool Positions...

Opens the Transformation Editor dialog which allows you to precisely position the various tools within the Graphics Window in reference to the selected Frame.

Access: Main Menu > Tools > Tool Positions...

Cursor Tool

Clicking on Editor Function in the Transformation Editor dialog and then selecting Tools > Cursor from the pull-down menu configures the dialog as shown below.

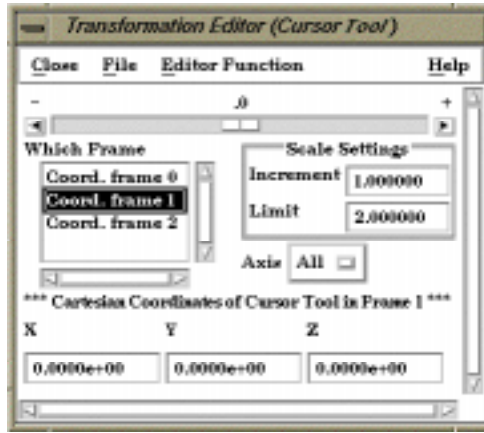


Figure 6-15
Transformation Editor (Cursor)

The Transformation Editor dialog provides three methods for the precise positioning of the Cursor Tool. First, the Cursor Tool may be positioned within the Graphics Window by entering coordinates in the X, Y, and Z fields. Pressing return causes the Cursor Tool to relocate to the specified coordinates in the selected Frame (or, if more than one Frame is selected, for Frame 0).

It is also possible to reposition the Cursor Tool from its present coordinate position by specific increments. The Axis Button allows you to choose the axis of translation (X, Y, Z, or All). The Slider Bar at Top allows you to quickly choose the increment by which to move the position of the Cursor Tool. Dragging the slider in the negative (left) or positive (right) directions and then releasing it will cause the X, Y, and Z coordinate fields to increment as specified and the Cursor Tool to relocate to the new coordinates. The number specified in the Limit field of the Scale Settings area determines the negative (-) and positive (+) range of the slider. If the Limit is set to 1.0 as shown, then the numerical range of the slider bar will be -1 to +1.

Alternatively, you can specify an increment for translation in the Increment field of the Scale Settings area. Pressing return while the mouse pointer is in the Increment field will cause the Cursor Tool to translate along the specified axis (or all axes) by the increment specified.

Access: Transformation Editor > Editor Function > Tools > Cursor
(see [How to Use the Cursor \(Point\) Tool](#))

Line Tool

Clicking on Editor Function in the Transformation Editor dialog and then selecting Tools > Line from the pull-down menu configures the dialog as shown below.

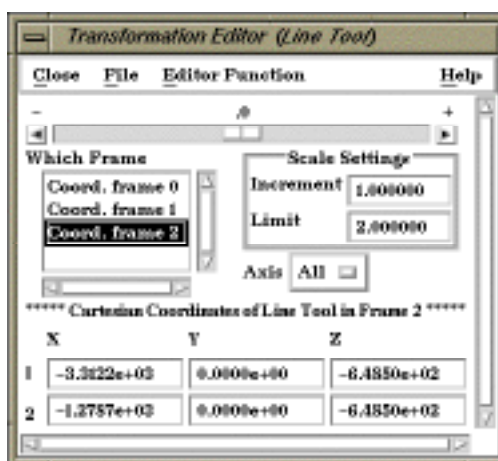


Figure 6-16
Transformation Editor (Line Tool)

The Transformation Editor dialog provides three methods for the precise positioning of the Line Tool. First, the Line Tool may be positioned within the Graphics Window by entering coordinates for the two endpoints in the X, Y, and Z fields. Pressing return causes the Line Tool to relocate to the specified coordinates in the selected Frame (or if more than one Frame is selected, in Frame 0).

It is also possible to reposition the Line Tool from its present coordinate position by specific increments. The Axis Button allows you to choose the axis of translation for the center of the line (X, Y, Z, or All). The Slider Bar at Top allows you to quickly choose the increment by which to move the position of the center point of the Line Tool. Dragging the slider in the negative (left) or positive (right) directions and then releasing it will cause the X, Y, and Z coordinate fields to increment as specified and the Line Tool to relocate to the new coordinates. The number specified in the Limit field of the Scale Settings area determines the negative (-) and positive (+) range of the slider. If the Limit is set to 1.0 as shown, then the numerical range of the slider bar will be -1 to +1.

Alternatively, you can specify an increment for translation in the Increment field of the Scale Settings area. Pressing return while the mouse pointer is in the Increment field will cause the center point of the Line Tool to translate along the specified axis (or all axes) by the increment specified.

Access: Transformation Editor > Editor Function > Tools > Line
(see [How to Use the Line Tool](#))

Plane Tool

Clicking on Editor Function in the Transformation Editor dialog and then selecting Tools > Plane from the pull-down menu configures the dialog as shown below.



Figure 6-17
Transformation Editor (Plane Tool)

The Transformation Editor dialog provides four methods for the precise positioning of the Plane Tool. First, the Plane Tool may be positioned within the Graphics Window by entering coordinates for the three corners of the plane in the X, Y, and Z fields. Corner 1 is defined as the -X, -Y corner of the plane, Corner 2 is defined as the +X, -Y corner of the plane, and Corner 3 is defined as the +X, +Y corner of the plane. Pressing return causes the Line Tool to relocate to the specified coordinates in the selected Frame (or if more than one Frame is selected, in Frame 0).

You can also position the Plane Tool by entering a plane equation in the form $A_x + B_y + C_z = D$ in the X+Y+Z fields and then pressing Return. The coefficients of the plane equation are in reference to the selected Frame (or if more than one Frame is selected, to Frame 0).

As with the Cursor and Line Tools, it is possible to reposition the Plane Tool from its present coordinate position by specific increments. The Axis Button allows you to choose the axis of translation (X, Y, Z, or All) for the origin of the Plane Tool (intersection of the axes). The Slider Bar at Top allows you to quickly choose the increment by which to move the position of the origin. Dragging the slider in the negative (left) or positive (right) directions and then releasing it will cause the X, Y, and Z coordinate fields to increment as specified and the origin of the Plane Tool to relocate to the new coordinates. The number specified in the Limit field of the Scale Settings area determines the negative (-) and positive (+) range of the slider. If the Limit is set to 1.0 as shown, then the numerical range of the slider bar will be -1 to +1.

Alternatively, you can specify an increment for translation in the Increment field of the Scale Settings area. Pressing return while the mouse pointer is in the Increment field will cause the center of the Plane Tool to translate along the specified axis (or all axes) by the increment specified.

Access: Transformation Editor > Editor Function > Tools > Plane
(see [How to Use the Plane Tool](#))

Cylinder or Sphere
Tools

Clicking on Editor Function in the Transformation Editor dialog and then selecting Tools and then Cylinder or Sphere from the pull-down menu configures the dialog as shown below.

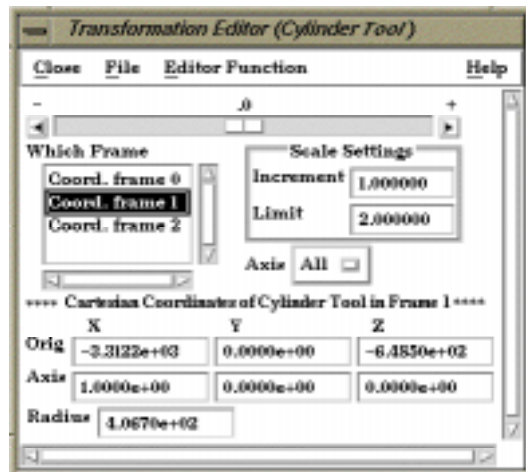


Figure 6-18
Transformation Editor (Cylinder Tool) or (Sphere Tool)

The Transformation Editor dialog enables you to precisely control the coordinates of the Cylinder or Sphere Tool origin (center point of the thick direction line) by specifying them in the Orig. X, Y, and Z fields. You control the direction vector for the Cylinder or Sphere Tool direction axes by specifying the coordinates in the Axis X, Y, and Z fields of the selected Frame (or if more than one Frame is selected, in Frame 0). The Radius of each tool may be specified in the Radius Field.

It is possible to reposition the Cylinder or Sphere Tool origins by specific increments. The Axis Button allows you to choose the axis of translation (X, Y, Z, or All) for the origin of the tool. The Slider Bar at Top allows you to quickly choose the increment by which to move the position of the origin. Dragging the slider it in the negative (left) or positive (right) directions and then releasing it will cause the X, Y, and Z coordinate fields to increment as specified and the origin of the Cylinder or Sphere Tool to relocate to the new coordinates. The number specified in the Limit field of the Scale Settings area determines the negative (-) and positive (+) range of the slider. If the Limit is set to 1.0 as shown, then the numerical range of the slider bar will be -1 to +1.

Alternatively, you can specify an increment for translation in the Increment field of the Scale Settings area. Pressing return while the mouse pointer is in the Increment field will cause the origin of the Cylinder or Sphere Tool to translate along the specified axis (or all axes) by the increment specified.

Access: Transformation Editor > Editor Function > Tools > Cylinder or Sphere
(see [How To Use the Cylinder Tool](#) and [How To use the Sphere Tool](#))

Cone Tool

Clicking on Editor Function in the Transformation Editor dialog and then selecting Tools and then Cone from the pull-down menus configures the dialog as shown below.

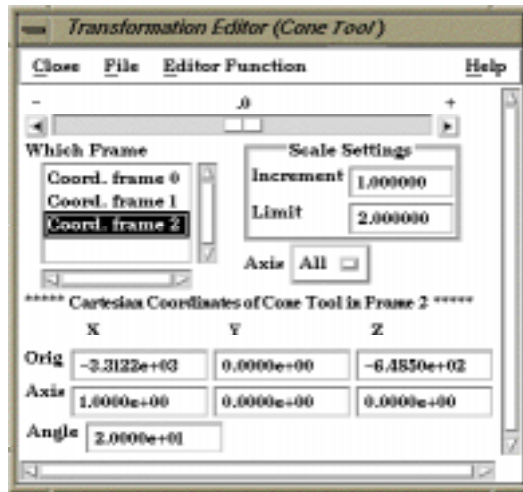


Figure 6-19
Transformation Editor (Cone Tool)

The Transformation Editor dialog enables you to precisely control the coordinates of the Cone Tool origin (center point of the thick direction line) by specifying them in the Orig. X, Y, and Z fields. You control the direction vector for the Cone Tool direction axis by specifying the coordinates in the Axis X, Y, and Z fields for the selected Frame (or if more than one Frame is selected, in Frame 0). The Angle of the tool may be specified in the Angle Field.

It is possible to reposition the Cone Tool origin by specific increments. The Axis Button allows you to choose the axis of translation (X, Y, Z, or All) for the origin of the tool. The Slider Bar at Top allows you to quickly choose the increment by which to move the position of the origin. Dragging the slider in the negative (left) or positive (right) directions and then releasing it will cause the X, Y, and Z coordinate fields to increment as specified and the origin of the Cone Tool to relocate to the new coordinates. The number specified in the Limit field of the Scale Settings area determines the negative (-) and positive (+) range of the slider. If the Limit is set to 1.0 as shown, then the numerical range of the slider bar will be -1 to +1.

Alternatively, you can specify an increment for translation in the Increment field of the Scale Settings area. Pressing return while the mouse pointer is in the Increment field will cause the center of the Cone Tool to translate along the specified axis (or all axes) by the increment specified.

Access: Transformation Editor > Editor Function > Tools > Cone
(see [How to Use the Cone Tool](#))

Revolution Tool

Clicking on Editor Function in the Transformation Editor dialog and then selecting Tools and then Revolution from the pull-down menu configures the dialog as shown below.

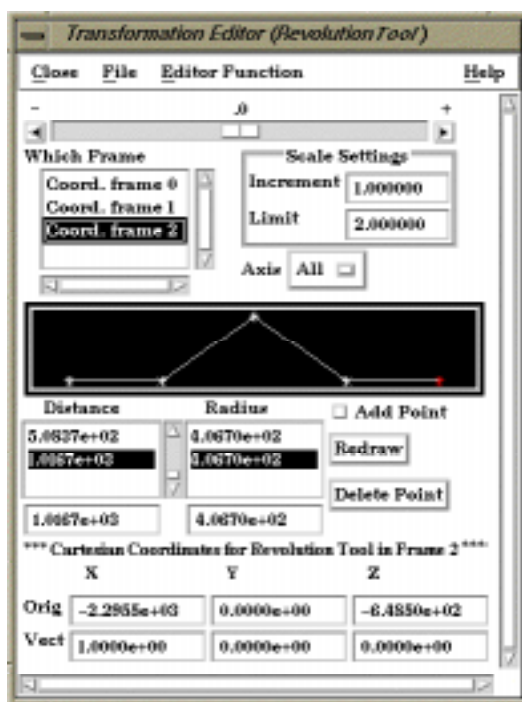


Figure 6-20
Transformation Editor (Revolution Tool)

For the Revolution Tool, you not only control the origin and direction vector, but the number of points and positions that are revolved about the axis. The desired coordinates of the Revolution Tool origin (center point of the thick direction line) are specified in the Orig. X, Y, and Z fields. The direction vector for the Revolution Tool direction axis is specified by entering the desired coordinates in the Vect X, Y, and Z fields for the selected Frame (or if more than one Frame is selected, in Frame 0).

Additional points may be added to the Revolution Tool by clicking on the Add Point(s) toggle and then clicking at the desired location in the schematic for the tool. There is no need to be overly precise in its placement since its location can be modified. Once you have added all of the new points you wish, the Add Point(s) toggle should be turned off. A point may be deleted by selecting it in the schematic area and then clicking the Delete button.

The position of any point may be modified interactively within the Revolution Tool schematic window. Simply click on and drag the point to the desired location. The precise location of any point may be specified by selecting the point in the schematic with the mouse and then entering the desired Distance (from the Revolution Tool origin) or Radius (from the axis) for the point in the text entry fields beneath the Distance and Radius Lists. Pressing return will enter the new value in the list above for the selected point.

It is possible to reposition the Revolution Tool origin by specific increments. The Axis Button allows you to choose the axis of translation (X, Y, Z, or All) for the origin of the tool. The Slider Bar at Top allows you to quickly choose the increment by which to move the position of the origin. Dragging the slider in the negative (left) or positive (right) directions and then releasing it will cause the X, Y, and Z coordinate fields to increment as specified and the origin of the Revolution Tool to relocate to the new coordinates. The number specified in the Limit field of the Scale Settings area determines the negative (-)

and positive (+) range of the slider. If the Limit is set to 1.0 as shown, then the numerical range of the slider bar will be -1 to +1.

Alternatively, you can specify an increment for translation in the Increment field of the Scale Settings area. Pressing return while the mouse pointer is in the Increment field will cause the center of the Revolution Tool to translate along the specified axis (or all axes) by the increment specified.

Redraw

This button will cause the Revolution Tool schematic window to re-center to the currently defined points of the tool.

Access: Transformation Editor > Editor Function > Tools > Revolution
(see [How to Use the Surface of Revolution Tool](#))

6.6 Prefs Menu Functions

Clicking the Prefs button in the Main Menu opens a pull-down menu which provides access to the following features:

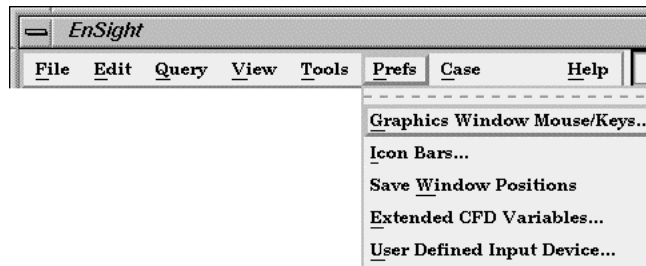


Figure 6-21
Prefs pull-down menu

*Graphics Window
Mouse/Key ...*

Opens the Graphics Window Mouse/Key Preferences dialog.

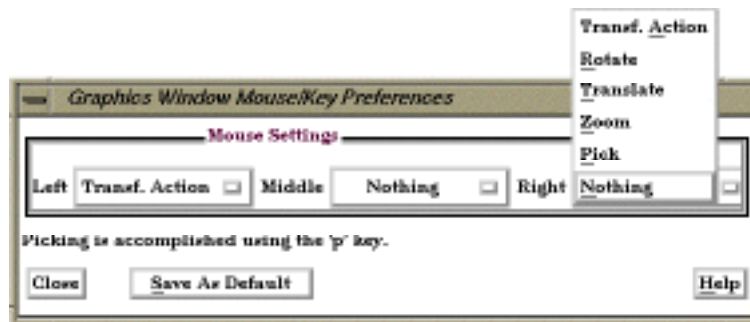


Figure 6-22
Graphics Window Mouse/Key Preferences

You can specify the actions of the three mouse buttons using the Graphics Window Mouse/Key Preferences dialog. Select the option you wish to assign to each button and then press the Save As Default button. The options are as follows:

Transf. Action	When this option is chosen (it is the default for the left button), depressing the button and moving the mouse will perform the transformation (rotate, translate, zoom) currently selected in the Transformation Control Area on the model.
Rotate	When this option is chosen, depressing the button and moving the mouse will perform a rotate transformation on the model.
Translate	When this option is chosen, depressing the button and moving the mouse will perform a translate transformation on the model.
Zoom	When this option is chosen, depressing the button and moving the mouse will perform a zoom transformation on the model.
Pick	When this option is chosen, depressing the button will perform a pick operation. If Pick has not been assigned to one of the mouse buttons, the “p” key is used to perform the operation. (see Pick Pulldown Icon in Section 8.4, Part Mode)
Nothing	When this option is chosen, no function is mapped to the mouse button.

One of the Mouse buttons must be assigned to Transf. Action. Macros cannot be assigned to a mouse key which has a function assigned to it. The Save As Default button will save the current Mouse Settings so that they will be active in the next EnSight session. When EnSight is next started, the Mouse Settings will be initially read from the `$ENSIGHT6_HOME/site_preferences` directory and then they will be overwritten by the information in the user’s preferences directory. (see [How To Customize Mouse Button Actions](#))

Icon Bars...

Opens the Icon Bar Preferences dialog.

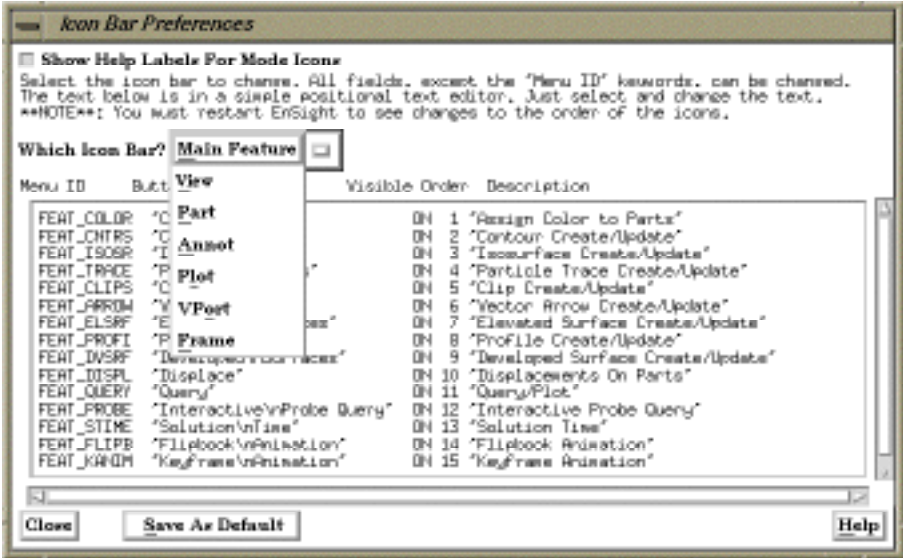


Figure 6-23
Icon Bar Preferences

Show Help Labels For Mode Icons When toggled on, the Icon name will appear beneath each icon in the Mode Icon Bar.

You can customize the EnSight GUI by specifying which icons appear and their order in the Feature and Mode Icon Bars. Do **NOT** modify the Menu ID for any function. The other fields for each function may be edited within the dialog. Customization options are:

Button Name Describes the function of the icon which would be displayed if EnSight was started with no icons (command line function). Further, this is the name which will appear below the each Mode Icon when Show Help Labels For Mode Icons is toggled on.

Visible Determines the visibility of a feature icon. Must be either ON or OFF.

Order Determines the order in which the icons appear. A value of 1 will cause the icon to appear leftmost in the Main Feature Icon Bar and uppermost in the Mode Icon Bars.

Description The text description of the button which will be displayed in the Message Area when the icon is selected. You must click the Save As Default button to save any changes you have made. The Button Name and Order, if modified, will not take effect until you restart EnSight. Changes to Visibility, Description, and Show Help Labels however, will be implemented immediately upon clicking the Save as Default button (and will control these options in future EnSight sessions as well).

When EnSight is started, the icon preferences are initially read from the \$ENSIGHT6_HOME/site_preferences directory and are then overwritten by any information in the user's preferences directory.
(see [How To Customize Icon Bars](#))

Save Window Positions Selecting this option will record the location and size of the main GUI, and all dialogs that have been opened during the session or are currently open and will make those locations and sizes the default for future sessions of EnSight. Be aware also that if you had a turn-down section open in a dialog (such as General Attributes in the Feature Detail Editor dialog) when you closed it earlier in the session or at the time you choose Save Window Positions, this will be recorded as well and opening that dialog in future sessions will also open that turn-down section within the dialog.
(see [How To Save GUI Settings](#))

Extended CFD Variables...

Opens the Extended CFD Variable Settings dialog. If your data defines variables or constants for density, total energy, per unit volume, and momentum (or velocity), it is possible to show new variables defined by these basic variables in the Main Variables List of the GUI by utilizing the capabilities of this dialog.

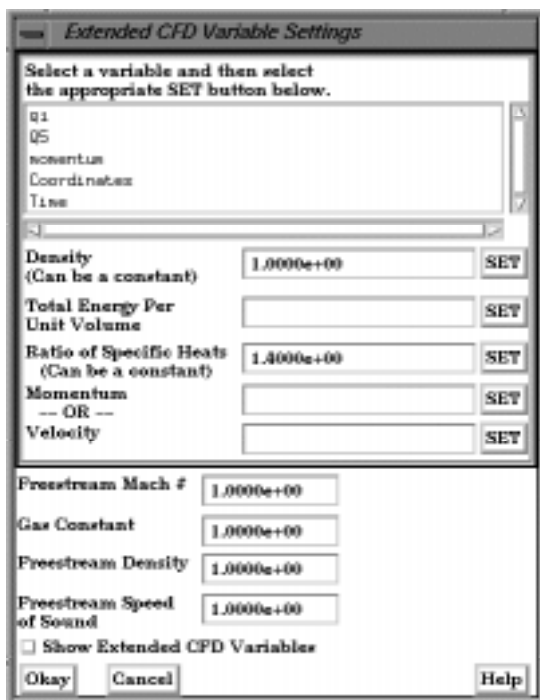


Figure 6-24
Extended CFD Variable Settings Dialog

Density	Permits the selection of the density variable from the list (click SET after selection) or the specification of a constant value in the field provided.
Total Energy Per Unit Volume	Permits the selection of the energy variable from the list. Click SET after selection.
Ratio of Specific Heats	Permits the selection of the ratio of specific heats variable from the list (click SET after selection) or the specification of a constant value in the field provided.
Momentum or Velocity	Permits the selection of the momentum or velocity variable from the list. Click SET after selection.
Freestream Mach #	Permits the specification of the freestream mach number in the field provided.
Gas Constant	Permits the specification of the gas constant in the field provided.
Freestream Density	Permits the specification of the freestream density value in the field provided.
Freestream Speed of Sound	Permits the specification of the freestream speed of sound value in the field provided.
Show Extended CFD Variables	When selected, all of the variables that can be derived from the information entered will be shown in the Main Variables List of the GUI. (will not take effect until the Okay button is clicked).
Okay	Clicking this button applies the changes made in the dialog. (See How To Create New Variables)

User Defined Input Device...

Opens the Graphics Window User Defined Input Preferences dialog that provides access to user defined input devices. The input devices include a Macro Panel Interface (a grid of commands that displays in the Main Graphics window and executes EnSight command files upon selection), and/or a User Define Input Device (a virtual input device designed for - but not limited to - use with VR environments such as an Immersadesk).



Figure 6-25
Graphics Window User Defined Input Preferences Dialog

Macro Panel Interface Toggles on/off the user defined macro panel (defined in your `~/ensight6/macros/hum.define` file) to the Main Graphics window. (An example `hum.define` file is located at `$ENSIGHT6_HOME/client/site_preferences/macros/hum.define` on your client system.).

User Defined Input Device Toggles on/off the User Defined Input Device that is linked via a runtime library. (Steps outlining the implementation of this library and input device is found in the file: `$ENSIGHT6_HOME/client/user_defined_input/README` on your client system.).

Zoom Using Opens a pull-down menu for selection of the type of input device used for zoom transformations. The type of devices are:
Valuator a device that returns a value (like a virtual joystick).
Position a device that returns delta movement in the Z direction (like a wand).

Sensitivity This field specifies a positive scalar value that adjusts the Sensitivity of the type of zoom input device selected in Zoom Using (i.e. values < 1 are slower, and values > 1 are faster).

Rotate Using Opens a pull-down menu for selection of the type of input device used to record rotation transformations.
Mixed Mode a device that returns virtual angle values where the Z rotations correspond to (literal) movement of the input device about its local Z (or roll) axis; and where the X and Y rotations correspond to translational movements of the input device with respect to its local X and Y axes.
Direct Mode a device that returns virtual angle values that correspond to (literal) rotational movements of the input device about its local X, Y, and Z axes.

Sensitivity This field specifies a positive scalar value that adjusts the Sensitivity of the type of rotate input device selected in Rotate Using (i.e. values < 1 are slower, and values > 1 are faster).

(see [How To Enable User Defined Input Devices](#))

6.7 Case Menu Functions

EnSight allows you to work concurrently with up to eight different sets of results data (computational or experimental). Each set of results data is read in as a “Case”.

Clicking the Case button in the Main Menu opens a pull-down menu which provides access to the following features:

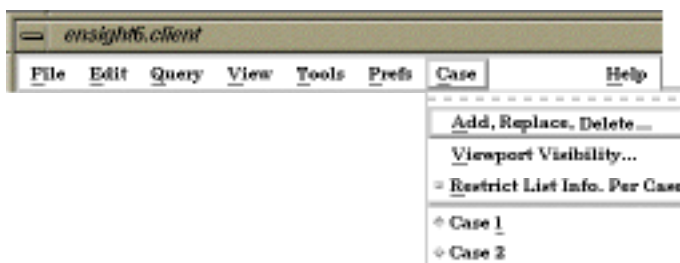


Figure 6-26
Case pull-down menu

Add, Replace, Delete... Opens the File Selection dialog.



Figure 6-27
File Selection Dialog to Add, Replace or Delete a Case

Case Turndown Button

Add...

Opens a small dialog which allows you to specify a name for the new Case. This name will appear in the list of active Cases at the bottom of the Main Menu: Case pull-down menu as shown in Figure 6-24 above. Adding a Case actually starts a new EnSight Server and connects it to the EnSight Client. You then read and load data files for the new Case and the data will be added to the data already present in the EnSight Client.

Replace...	Replacing a Case causes all parts and variables associated with the active Case to be deleted. The Server will be restarted and assigned the new Case name. Clicking the Replace... button opens a small dialog which allows you to specify a name for the Case you wish to use to replace the Case currently selected in the Main Menu: Case pull-down menu as shown in Figure 6-24 above. You then read and load data for the new Case.
Delete	Deleting a Case causes all parts and variables associated with the Case to be deleted and terminates the Server associated with the Case. Clicking the Delete button opens a Warning Dialog which asks you to confirm that you wish to delete the Case currently selected in the Main Menu: Case pull-down menu as shown in Figure 6-24 above. (see How To Load Multiple Datasets (Cases))
Viewport Visibility...	Opens the Case Visible In Which Viewport dialog which allows you to specify in which Viewports (including the Main Graphics Window) you wish to make the parts associated with the currently selected Case visible. Parts associated with the selected Case will be visible in the viewports outlined in green and invisible in those outlined in red. Visibility for specific Parts can of course be toggled on/off using the Part Visibility Icon in the Part Mode Icon Bar. (see Part Visibility Toggle Icon in Section 8.4, Part Mode)
<i>Restrict List Info. Per Case Toggle</i>	Toggling this menu selection on will restrict all lists displayed in EnSight (such as the Parts and variables Lists) to show only information pertaining to the Case currently selected in the Main Menu: Case pull-down menu as shown in Figure 6-24 above.

Finally, at the bottom of the pulldown menu you will find a list of active Cases, The toggle buttons allow the selection of only one Case at a time. In figure 6-24 above, Case 1 is the currently selected Case. The current selected Case is the one which will be affected by the Data Reader, Querys, and many other operations.

6.8 Help Menu Functions

Clicking the Help button in the Main Menu opens a pull-down menu which provides access to the following features:

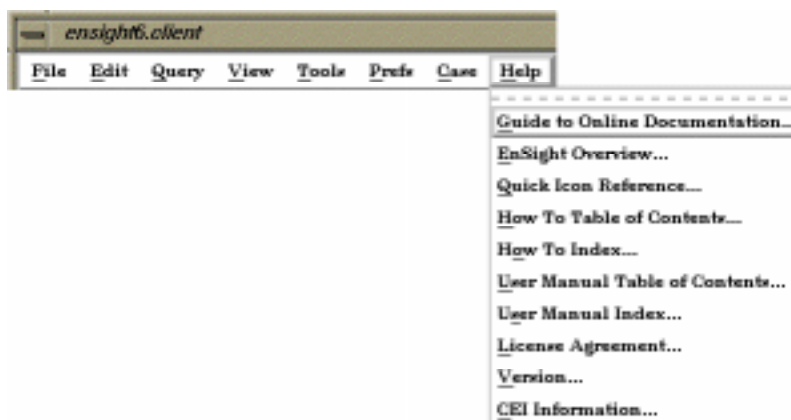


Figure 6-28
Help pull-down menu

<i>Guide to Online Documentation...</i>	Provides a guide to the use of the On-Line Documentation.
<i>EnSight Overview...</i>	Provides an overview of EnSight.
<i>Quick Icon Reference...</i>	Provides a quick reference guide to all EnSight GUI icons, many of which have links to appropriate How To documents
<i>How To Table of Contents...</i>	Opens up On-Line Documentation to the Table of Contents for the How To section .
<i>How To Index...</i>	Opens up On-Line Documentation to the Index for the How To section .
<i>User Manual Table of Contents...</i>	Opens up On-Line Documentation to the Table of Contents for the User Manual .
<i>User Manual Index...</i>	Opens up On-Line Documentation to the Index for the User Manual .
<i>License Agreement...</i>	Opens up On-Line Documentation to the text of the EnSight End User License Agreement and the EnSight Support and Maintenance Service Agreement .
<i>Version...</i>	Opens up the Version Information dialog which states the version number of the EnSight software currently running.

